## AMATEURS AT WORK

## By Øivind Stengrundet

A scruffy gang of small-time criminals come together for the big one; breaking into the house of the mayor. What they hadn't counted on, was the house residents being home (fast asleep), the guards or the dogs.

The game has 5 phases. During each of them, each player rolls a die. If the score is 3 or less, they fail that scene, and must describe how they cock it up (e.g. topples a vase). If at any point at least half the players fail a roll, you are discovered, and must leg it (see phase5).

**Phase1: The guards**. Discuss how you sneak over the wall. Each failure must describe how close you come to being discovered.

**Phase2: The garden**. The hounds are loose; how do you distract them? How do you fail?

Phase3: Entering. How do you go in? Door? Window? How do you cock up?

**Phase4: Robbing.** Where do find the loot? How do you get it? Do you wake the residents?

**Phase5: Legging it.** OK, alarm goes off, time to get away. But how? And what goes wrong? If at least half of you fail the roll, you are captured. Describe how.

